CLAIMS:

We claim:

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- 5 1. A coating composition comprising:
 - A) at least one low molecular weight reactive compound with a molecular weight (Mn) of 300-1,500 g/mol with at least one group selected from the group consisting of secondary amino group, tertiary amino group and a mixture thereof and at least two hydroxyl groups per molecule, which compound is obtained by reacting
 - A1) at least one hydroxyalkyl ester of an olefinically unsaturated carboxylic acid with 2-12 C atoms in the hydroxyalkyl residue with
 - A2) at least one lactone and with
 - A3) at least one hydroxy-functional amine having 2-10 carbon atoms per molecule and where the amino group is selected from the group consisting of primary amines, secondary amines and mixtures thereof and the hydroxy-functional amine is selected from the group consisting of hydroxy functional alkyl amines, hydroxy-functional cyclo alkylamines, hydroxy-functional alkoxyamines and any mixtures thereof;
 - B) at least one cross-linking agent with functional groups reactive towards active hydrogen and optionally,
 - at least one binder with functional groups containing active hydrogen.
 - 2. A coating composition according to claim 1, containing 60-90 wt-% of component A) and 10-40 wt-% of component C), wherein the weight percentages relate to solids content and the proportions of component A) and component C) add up to 100 wt-%.

FIG. 2 Team-member Learning Process 2 of 12

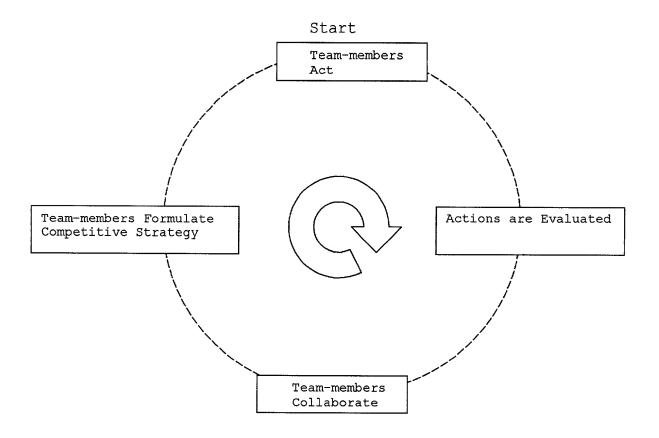


FIG. 3 3 of 12

Containment Diagram Showing Abstract Objects

COMPETITIVE ENVIRONMENT	
REPORTER	
SKILL LEVEL	
CONTEST	
PLAYER	
POSSESSION	
ASPECT ERROR CORECTION	
CODE	

FIG. 4 Reporting System Components 4 of 12

Reporter Administration System Registration Mechanism 100 Login Mechanism 200 Sign-up Mechanism 300 Report Management System Capture Mechanism 400 Parser Mechanism 500 Filter Mechanism 600 Assembly Mechanism 700 Scoring Mechanism 800 Publishing Mechanism 900 Quality Feedback System QC Mechanism 1000 Email Mechanism 1100 Chat Mechanism 1200

FIG. 5 Representative ASPECT Report 5 of 12

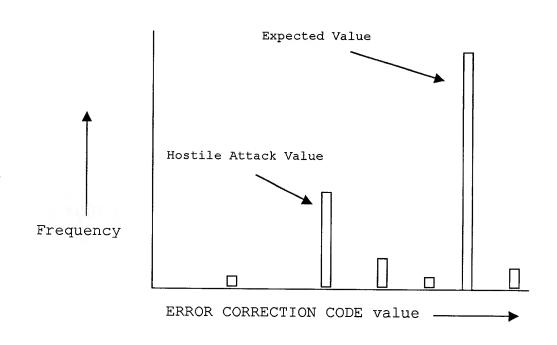


FIG. 6 Reporting System/PLAYER Interaction 6 of 12

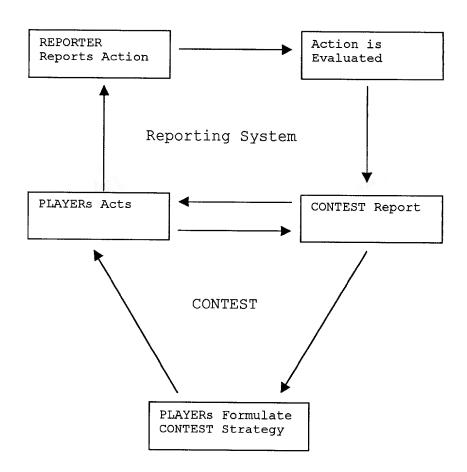


FIG. 7 Reporting System Configuration 7 of 12

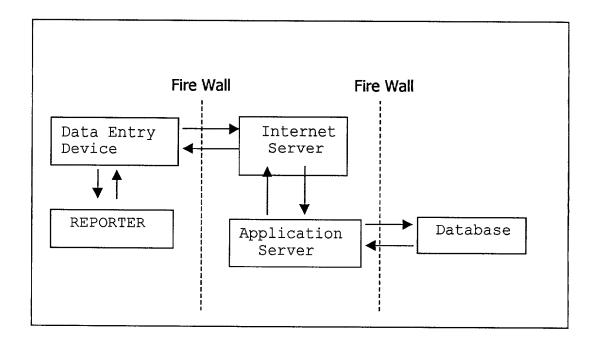


FIG. 8 8 of 12

Reporting System Application Server

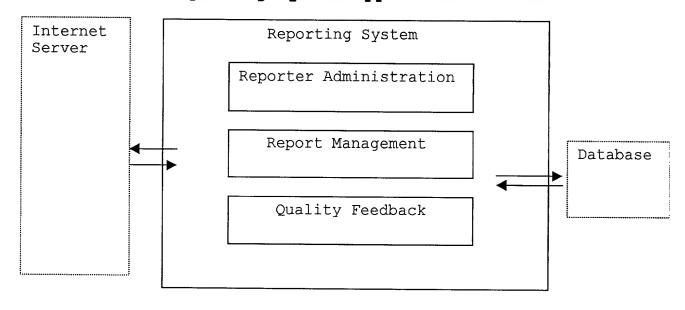


FIG. 9 Reporter Administration Process 9 of 12

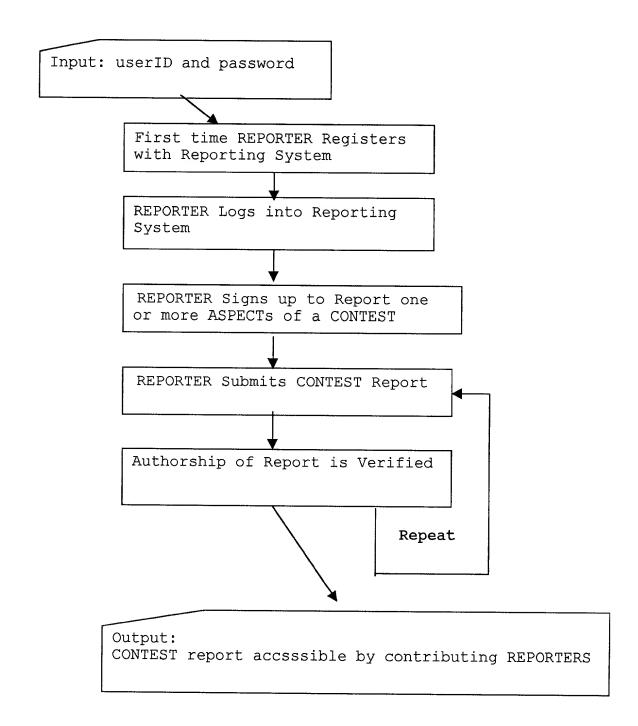


FIG. 10 Report Management Process Sequence 10 of 12

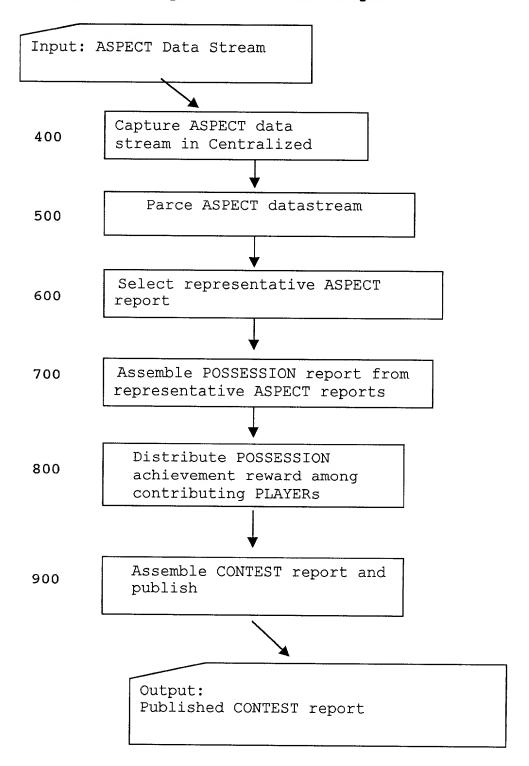


FIG. 11 Quality Feedback Process Sequence 11 of 12

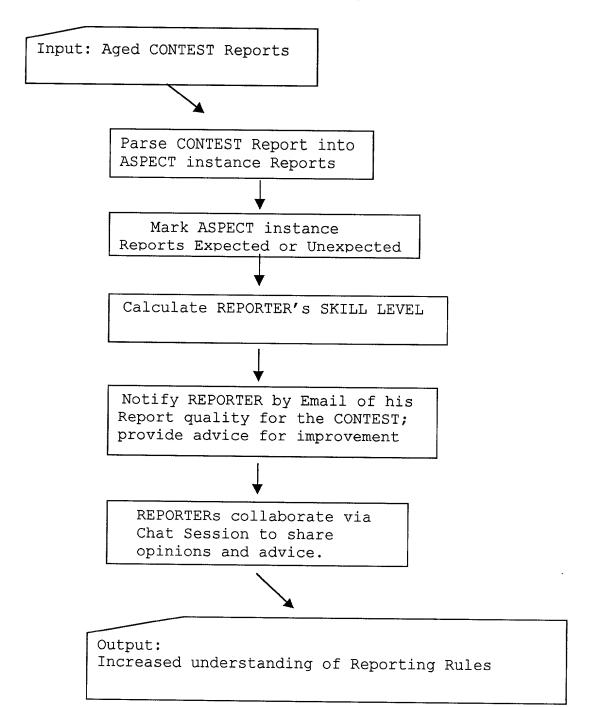


FIG. 12 PLAYER managed Reward System 12 of 12

